Poor Gamer's Almanac

Vol. I - Issue 1
November 2004

In this Issue:

- A Gnome Nose
- Free Map Tiles
- Unorthodox Bards Preview and More!

d20 system

Alea Publishing Group

Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

Veterinarian Medical Facility

Case File
The Whisper of Horses

On Red River Ranch an ancient evil awakens . . .

- *Animated girls*
- *Sound effects*
- *and Insanity Rules*

A d20 System Modern Horror Adventure from Alea Publishing Group Bringing .pdfs to a whole new terror

d20 system

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The Whisper of Horses

It begins with a letter . . .

To Whom it May Concern,

The New York Times, in participation with Red River Ranch, have announced that you are a winner of an all inclusive vacation. The New York Times is pleased to inform you that in two days time, you will receive a first class ticket to New York, where you will be pampered by the Times with a shopping spree and a night at the Waldorf Astoria.

From the publicity shoot, you will then fly to Red River, New Mexico and enjoy a week at the Red River Ranch. You'll also be the guest of honor at the First Annual Red River Gorge Trek.

If you have any questions or complications, please call Diane Forr at 1-800-NEW-TIME.

Congratulations,

Diane Forr

Diane Forr
New York Times Contest Liaison

. . . and ends in terror.

Alea Publishing Group proudly presents *The Whisper of Horses*, our first in many bone-numbing d20 Modern horror thrillers.

The Whisper of Horses presents a quandary involving ancient evil, a strange and mysterious disease infecting valuable horses, foul (and I mean foul) murder, and horseflies. It also features, for the first time in the realm of .pdfs, animated .gifs to astonish and horrify your players.

Listen to a few comments from our playtesters:

"I went to work the next day and I saw, from the corner of my eye, a giant horsefly—the size of my fist, until I realized it was only a blowing leaf."

"I was afraid to drive home after that night's session."

So let Alea Publishing Group entertain your table in November of 2004 and venture to Red River Ranch for a little horror.

Complete with terror.

Complete with mystery.

Complete with insanity rules.

"*It went on long enough. We have to tell. Something . . . strange is going on. Look at my hand for God's sake.*"

A still from one of the two animated .gifs—*The security camera depicts the veterinarian's stable with stalls on either side. It continues to display the various sections of the stable. Suddenly, the video feed begins to intermittingly flutter and between each interval you see one horsefly, two horseflies, a dozen horseflies, a swarm of horseflies moving about the cameras lens. Then, between the intervals, the camera's view of the swarm gives way to a giant head of a horsefly. It flickers a moment before shutting off.*

"Holy s—t!" A playtester viewing the footage for the first time.

THIS AD SPACE CAN BE YOURS
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FOR PRICES

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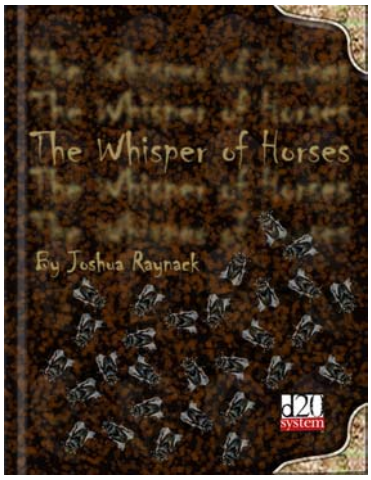
This month's cover art is done by Kiriko Moth. Please visit her website at www.kiriko-moth.com and check out her other marvels. If you want to display your artwork as a cover or for future "Art Gallery" articles, please write to Joshua Raynack at jraynack@aleapublishing.com

We also like to thank The Le Games, RPGAttitude.com, GamingReport.com, and RPGNow.com, for their contributions for this month's issue of *Poor Gamer's Almanac.*

New Products from Alea Publishing Group

Mutations

Upcoming Products



The Whisper of Horses

Click either cover for more information about the product.

Check out our new website at:
www.aleapublishing.com
for free maps and downloads.

Poor Gamer's Almanac

Thoughts From the Publisher

Welcome to the first issue of the *Poor Gamer's Almanac* from Alea Publishing Group. This e-magazine is designed with the gamer who has only a few cents in their pocket, lint, and maybe one or two dice ready for action. With a plethora of game publishers, and the boom continuing, it is hard to decide which company to choose from and where to spend your hard earned dollar. Many have discovered the pdf (portable documents format) revolution and the impact it is having on the gaming industry as well as your gaming table. Well, the *Poor Gamer's Almanac* is here to exploit and add to the mania with gaming tips and crunchy bits, new rules and handy tools, reviews and previews of upcoming products.

The articles that will appear in this and future issues will focus primarily on fantasy elements. Though, with the gaming realms having expanded into other areas including the modern and future genres, these other elements may also have a home here. Simply take what you need and disregard the rest.

Presently, we at Alea Publishing Group wish that the *Poor Gamer's Almanac* remain a free publication, however, time will tell whether that will be possible. There are many free game e-magazines already in production, yet it is hard to keep them filled with innovative and well-thought articles. We will tackle this problem by making this a bi-monthly magazine so that we can acquire enough articles to keep the interests of our readers without the need to rush and throw things together. However, should the need arise to change things in the future and we have to implement a fee, it will hopefully be no more than a dollar.

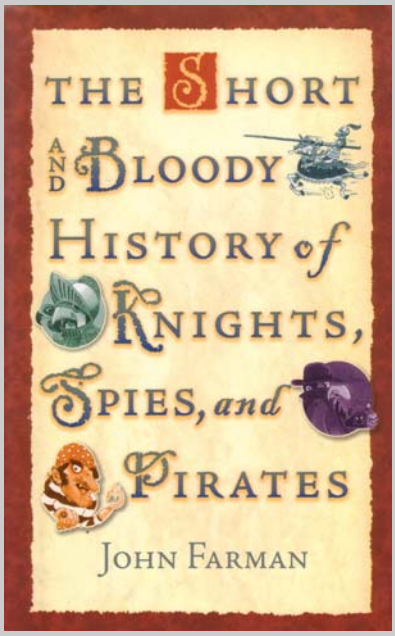
Now that is over, once again, welcome . . .

Help Us Fill This Section

This means you! Let this section grow into a Letters to the Editor section. Do you like what you see? Do you hate what you see? What would you like to grace these pages?

So write our Editor and Personal Relations guy Cameron Guill at:

cguill@aleapublishing.com



Books For the Gamer

By Joshua Raynack

The Short and Bloody History of Knights, Spies, and Pirates by John Farman is a perfect addition to any gamer's library, especially for a Game Master looking to bring realism to their d20 fantasy or d20 modern game.

Did you know that knightly armor was called a harness? Or that a full suit of armor in today's terms would cost nearly $215,000? Well, its in there and more.

The book also contains a lot of neat information about spies that can be easily adapted in any d20 modern game. Besides their gadgets, it also talks about specific spies throughout the twentieth century and their successes or mishaps.

Also, who can forget those cruel, daring men of the seven seas: pirates. There are plenty of tidbits in there about them as well. From the back cover: "A pirate would wear a gold earring so that if his body washed ashore after a shipwreck, there'd be money for a decent burial."

The best part is the price. This hardback book is inexpensive and located at a Barnes and Noble near you. So go and check it out.

Do you have a book that will help a fellow gamer? Well, tell us about it. Write a brief article about a book and send it to us at either cguill@aleapublishing.com or jraynack@aleapublishing.com.

A Review

APG Paper Tiles: Basic Room Set Vol. I

By Travis Lee from GamingReport.com

APG Paper Tiles: Basic Room Set Volume I is a new Printable Room and Dungeon Tiles Set from Alea Publishing Group. For those who'd like something more than hastily squiggled combat maps on Pepsi stained paper, here is something quick and easy from Alea. Here are twenty plus pages of basic items and dungeon/room sections to provide your miniatures with worthy places to set as they battle for your honor.

From the website:
"In APG Paper Tiles: Basic Room Set Vol. I you will find generic rooms of different sizes and passage ways of varying lengths with both stone and wooden floors that can be interchanged to make a plethora of structures that can easily be joined together for exploration."

That's the core of what you'll get when you download this pack. The placeable item tiles include basic obstacles (boxes and barrels), which can stand in for just about anything. Then there are animal fur rugs, assorted desks, and of course masses of Dungeon areas.

First test, the fashion show. If your going to pay good money to replace crappy hand drawings, your tiles should look better than anything you could do. I printed several examples up on Kodak premium picture paper, and got wonderful results. The colored version looked great. Item details are clear and precise, you can see the hairs on the rugs and trace the intricate carvings on the desks. The set also contains a black and white version to conserve those expensive color inks, which compares favorably with the color version.

The directions include ideas for covering printed tiles with a nice laminate so that they can be written on with erasable markers. Of course there's the added bonus of keeping your tiles in good condition so you don't have to print them again. It will suck up some ink to print the whole set, but hey, what's ink compared to a good-looking battle map? By and by, quality finishes specifically made for pictures can be purchased in spray can varieties. Just wave your magic paint wand over the pages.

Along with looking good and providing the option for further creativity, the set is easily useable with any other tile sets from other companies. Measurements are designed specifically to make Alea's product useable with whatever battle systems you already own.

A Treasure Vault map, which shows a basic example of using the tiles is a nice but largely unnecessary addition. Anyone downloading this product probably has specific maps in mind for them already. Perhaps a future version could use the additional pages for a few unique items.

In Conclusion.
There's really not much else to say. Good quality, easy to use, and quick to download. At five bucks its well worth the cost and should cover your battle mapping needs for some time to come. And, since it's labeled as volume one, we can look forward to future additions.

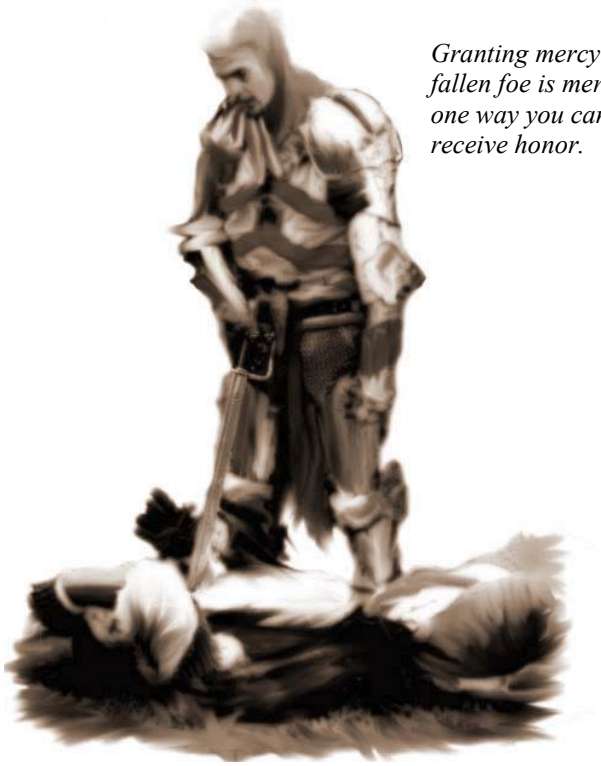
For more details on Alea Publishing Group and their new Printable Room and Dungeon Tiles Set "***APG Paper Tiles: Basic Room Set Volume I***", along with other free maps and tile sets, check them out at their website www.aleapublishing.com

Product Summary
APG Paper Tiles: Basic Room Set Volume 1
From: Alea Publishing Group
Type of Game: Printable Room and Dungeon Tiles
Written by: Alea Publishing Group
Game Components Included: Basic Instructions. One Color Version and One B&W version of the collection; each with 6 Pages of Printable basic room items, 19 Pages of various dungeon and building floors. Sample Treasure Vault Map
Retail Price: $ 5 (US)
Website: www.aleapublishing.com
Reviewed by: Travis Lee
Added: August 7th 2004
Reviewer: Travis Lee
Score: 5 out 5 stars

Upcoming Releases

The Art Gallery

This month we are displaying artwork from an upcoming Alea Publishing Group product: *Honor and Corruption*. The book features new concrete rules how to handle honor (or the lack thereof) in your campaign. It features honor rewards, quests, new feats, races, spells, as well as other innovative additions to the d20 system.



Granting mercy to a fallen foe is merely one way you can receive honor.

Honorborn and tarnishborn are two of the new races found in Honor and Corruption. *The honorborn are from the parental lineage of paladins whereas the tarnishborn were born to . . . you guessed it . . . blackguards.*

Game Supplement Preview

The following preview this month is the Troubad'war class from *Unorthodox Bards* brought to you by The Le Games.

Troubad'war

A Troubad'war is the ultimate contradiction to himself, often referring to himself as a lover *and* a fighter. While some Troubad'wars fight for the purity of love or to prove their worth to a damsel they are eager to impress, there are those that have also loved and lost. These Troubad'wars know there is a dark side to love and use their abilities to gain vengeance against whatever has caused them to lose their loves, or maybe they are just itching for a good fight. While most Troubad'wars are male, it is not unheard of for female Troubad'wars to exist and they fight just as hard if not harder for the ideals of love and war. This irony of love and war does not elude the Troubad'war.

Adventures: Many Troubad'wars see the adventuring life as romantic and daring. They realize that adventures are the most likely to be heroes and heroes impress the fairest of maidens. Others find the chance to

amass wealth as their main motivator, usually they require a grand fortune to prove worthy of their lady's love, especially if the lady is noble born. While others still are looking for a good fight and some company of the opposite sex to wind down with.

Characteristics: While not as righteous or zealous as the paladin, Troubad'wars may have the purest of hearts or an odd infatuation with destruction. This dichotomy gives them great strength in battle especially when defending the virtue of their loved one.

Alignment: Even the darkest of hearts can hold some love, but not at the level the Troubad'war must embrace it. Most Troubad'wars are good and some neutral, while the blackest of hearts are evil.

Religion: Art, Beauty, Light, Music, Poetry are all great loves of the Troubad'war and he pays respects to any gods of these attributes. However love (and war) is the driving force for the Troubad'war and he will choose a deity that has this as his domain before any other.

Background: Troubad'wars are often of middle or high class and tend to be formally schooled. However pedigree and background is not a requirement to be Troubad'war and they can come from any background as long as they have the heart to prove themselves valiant and pure.

Races: Humans, half-elves and elves have the best dispositions for this class, embracing both the concept of love and the nobility required to fight for it. Halflings and gnomes are also sometimes possessed so deeply by love that they also take this class. It is the rarest for dwarves and half-orcs to take this class, dwarves seeing themselves to practical to act so foolishly, and half-orcs find their savage nature to be a hindrance.

Other Classes: Troubad'wars get along the best with paladins as they both know what it is to fight for something larger than themselves. They get along well with clerics and druids as well, especially those that revere love, beauty, music, and art. Fighters, rangers, barbarians and monks are respected for their fighting abilities. Rogues are seen as usually too selfish and Troubad'wars often hold them in contempt. Sorcerers and wizards are respected for their power but not held in either a positive or negative light.

Role: With the combination of their spell casting, healing spells and combat abilities the Troubad'war can fill in quite a few gaps in a small party. In larger parties the Troubad'war can act in a supporting role and his abilities enhance the other members well.

Game Rule Information

Troubad'wars have the following game statistics.

Abilities: Charisma helps when casting spells from the Troubad'war's spell list as it determines how powerful a spell he can cast, how many spells he can cast per day, and how hard those spells are to resist. Constitution is also important as it helps the Troubad'war fight longer in the name of love.

Alignment: Any.

Hit Die: d6.

Class Skills

The Troubad'war's class skills (and the key ability for each skill) Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Nobility and Royalty, Ancient History, and Local History only), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Troubad'war.

Weapon and Armor Proficiency: A Troubad'war is proficient with all simple weapons, plus the

longsword, rapier, sap, short sword, shortbow and whip. Troubad'wars are proficient with light armor, medium armor, and shields (except tower shields).

Spells: A Troubad'war casts spells as a bard, can cast spells from the Bard's spellist and can also spells from the paladin's spell list (See **APPENDIX B: SPELL LISTS**). However the Troubad'war gains spells as if he was a bard of one level lower than his actual level, although his caster level remains at his actual level. This means that even with a high Charisma score the Troubad'war will not gain spells until 2nd level. see **APPENDIX A: BARD SPELLCASTING**.

Love Domain: The Troubad'war is lover at heart, and can cast spells from the Love Domain, as well as the Bard's spell list and Paladin's Spell list.

Love Domain Spells:
1 Charm Person
2 Calm Emotions
3 Suggestion
4 Heroism
5 Charm Monster
6 Suggestion, Mass
7 Heroism, Greater
8 Sympathy
9 Infatuation*

*** New Spell - Infatuation**
Enchantment
Level: Love 9, Sor/ Wiz 9
Components: V. S
Casting Time: 1 standard action
Range: Close (25ft. + 5 ft./ 2 levels)
Target: One humanoid creature
Duration: Permanent
Saving Throw: Will Negates
Spell Resistance: Yes

The subject of this spell must make a will save or become hopelessly infatuated with the caster. Those affected will go to great lengths to prevent the caster from being harmed and will not be able to personally attack the caster by weapon or spell. While the subject still possesses free will they will view the caster in the best possible light in all situations.

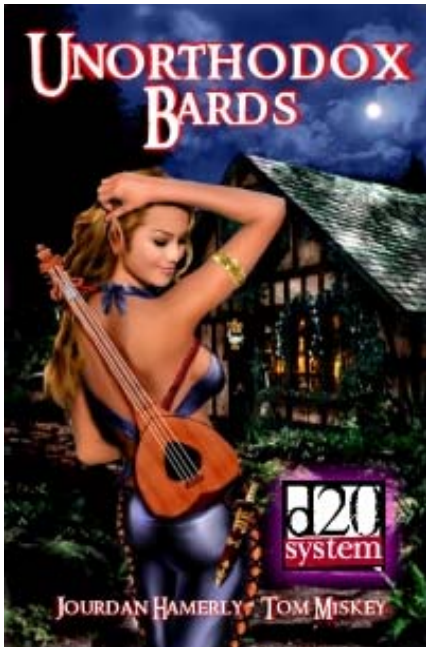
War-Song: At 1st level the Troubad'war with 3 or more ranks in a Perform skill has learned to use his bardic magics to create weapons of war. As a free action, he may sing, recite, or perform to summon a magical weapon and/or shield, which will appear instantly and be fully equipped onto the Troubad'war. The weapon and shield are made of physical white light, illuminating an area of up to 20 feet; and the weapon itself will give out soft sounds as if an entire chorus is chanting softly. This shield and weapon must be a weapon that the Troubad'war is proficient in and they last for a number of rounds equal to 5 + Troubad'war's level – *War-song* cannot be attempted again until this expires. At 4th level and every four Troubad'war levels thereafter, the *War-Song* weapon gains a +1 bonus, and the shield gains a +1 bonus to AC. The Troubad'war may use *War-Song* five times per day.

True of Heart: At 2nd level the Troubad'war gains a bonus to his saving throws equal to his charisma modifier.

Harmonious Strike (Sp): A Troubad'war of 3rd level or higher with 6 or more ranks in a Perform skill has learned to focus his attacks with the harmony of life around him. He may attempt a *Harmonious Strike* with his *War-Song* weapon, adding his charisma bonus (if any) to his attack roll and damage roll. This is a standard action and may be attempted 3 times per day. At 10th level and every five levels thereafter, the Troubad'war may attempt this one additional time per day. The Troubad'war does not need to make a melee attack with *Harmonious Strike* – he may throw this weapon if so desired. A missed strike counts as one usage for the day.

Love's Defense: At 5th level the Troubad'war is is more in tune with the musical magics around him, and has become more maneuverable in armor – his Arcane Spell Failure Chance is reduced by 15% if he casts spells in light or medium armor.

Harmonious Karma: A Troubad'war of 6th level or higher with 9 or more ranks in a Perform skill has become more in touch with the lines of music around him and is able to use that in times of war. He is now able to enchant his *War-Song* weapon with *Returning* whenever he attempts a ranged *Harmonious Strike*. This enchantment ends after the weapon has returned to his hand or after 3 rounds (whichever is first).



A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, the weapon drops to the ground in the square from which it was thrown.

Love's Will: At 7th level, the Troubad'war has is able to better read the music behind his magics, allowing him to cast enchantment spells as a caster 1 level higher than normal.

Deharmonizing Strike: A Troubad'war of 9th level or higher with 12 or more ranks in a Perform skill is able to see the musical magics that surround creatures, and can attempt to disrupt them. He may attempt a *Deharmonizing Strike* with his *War-Song* weapon as a standard action. A creature struck by this will lose any enchantment that actively surrounds it. The creature may prevent this effect by making a successful Will save for each enchantment (DC 18 + Troubad'war Cha modifier). *Deharmonizing Strike* may be attempted three times per day, and must be a melee attack.

Harmonious Scream: A Troubad'war of 12th level or higher with 15 or more ranks in a Perform skill can use his *Harmonious Strikes* to deafen creatures. Whenever he makes a ranged attack as part of his *Harmonious Strike*, he may enchant his weapon with *Screaming*. Upon impact, the weapon lets out a loud sound as if a hundred souls are screaming all at once. A creature struck by this becomes deaf for 1d4 rounds (Will Save DC 20 for no effect). Furthermore, if this attack causes a Critical Hit, the creature that is hit takes an additional 1d12 sonic damage, and any creature within 5 feet of it takes 1d8 sonic damage and become deaf for 1d4 rounds (Will Save DC 15 to avoid becoming deaf).

Love's Armor: At 13th level the Troubad'war can use the musical magics around him to move more fluidly in armor – his Arcane Spell Failure Chance is reduced by 20% if he casts spells in light, medium, *or* heavy armor. This does not stack with *Love's Defense*.

Harmonious Invulnerability: A Troubad'war of 16th level or higher with 19 or more ranks in a Perform skill gains variable Damage Reduction 4d6/- with his *War-Song* shield – whenever he would take damage, the shield will reduce 4d6 of that damage. At 19th level this increases to 4d10.

Undying Love: At 17th level the Troubad'war is able to stay conscious and fight even after reaching 0 hit points, however if he chooses to do this he is unable to become stable on his own, continues to lose 1 hit point a round, immediately loses his *War-Song* weapon and shield. As soon as he reaches -10 hit points he is dies.

Harmonious Elements: A Troubad'war of 18th level or higher with 21 or more ranks in a Perform skill can use his *Harmonious Strike* with devastating elemental effects. Whenever he makes a successful *Harmonious Strike*, if that strike resulted in a critical hit it will deal it's normal critical damage +1d6 fire damage, +1d6 cold damage, and +1d6 electrical damage. This must be a melee attack and will not work with ranged attacks.

Places on the Web

By Joshua Raynack

This month we feature a great site about British castles located at Castles-of-Britain.com. There, you will find all sorts of knowledge and pictures pertaining to castle life that you can integrate into your game to get a real feel of what life during the Middle Ages was all about. The website contains nearly 78 different castles in their photo gallery, however it is the Castle Learning Center that impressed us the most. The Castle Learning Center contains links where you can learn about medieval jobs, building materials, pele towers, and much more.

Follow the link below:

www.castles-of-britain.com

If there is a place on the web that you want our readers to investigate, then write a brief description about the site and send it to us, along with a link, to cguill@aleapublishing.com or jraynack@aleapublishing.com.

Table: Troubad'war Progression Chart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Spellcasting, War-song (no bonus)
2nd	+1	+3	+0	+3	True of Heart
3rd	+2	+3	+1	+3	Harmonious Strike (3/day)
4th	+3	+4	+1	+4	War-song (+1 bonus)
5th	+3	+4	+1	+4	Love's Defense
6th	+4	+5	+2	+5	Harmonious Karma
7th	+5	+5	+2	+5	Love's Will
8th	+6/+1	+6	+2	+6	War-song (+2 bonus)
9th	+6/+1	+6	+3	+6	Deharmonizing Strike (3/day)
10th	+7/+2	+7	+3	+7	Harmonious Strike (4/day)
11th	+8/+3	+7	+3	+7	
12th	+9/+4	+8	+4	+8	Harmonious Scream, War-song (+3 bonus)
13th	+9/+4	+8	+4	+8	Love's Armor
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	Harmonious Strike (5/day)
16th	+12/+7/+2	+10	+5	+10	Harmonious Invulnerability (4d6), War-song (+4 bonus)
17th	+12/+7/+2	+10	+5	+10	Undying Love
18th	+13/+8/+3	+11	+6	+11	
19th	+14/+9/+4	+11	+6	+11	Harmonious Elements, Harmonious Invulnerability (4d10)

A Gnome Nose

By Joshua Raynack from Aleapublishing.com

In this issue, we take another look into the workings and racial characteristics of the gnome and revert it back into its more mythical image. Gnomes have evolved, within the *Player's Handbook*, into a whimsical character bent over with hysterical jaunts and tomfoolery. In doing so, we also step further into the world of Terra, a campaign setting first introduced in *A Question of Honor: A Guidebook to Knights*.

The birth of the gnome first begins with the entomology of its racial name. Perhaps, from the Greek *genomos*, meaning *earth-dweller* is where the gnome's humble beginnings were first realized in describing these curious creatures. However, some scholars believe that its from the Greek *gignosko*, meaning *to learn* or *understand* and, with this insight, they assist mankind in discovering many natural treasures.

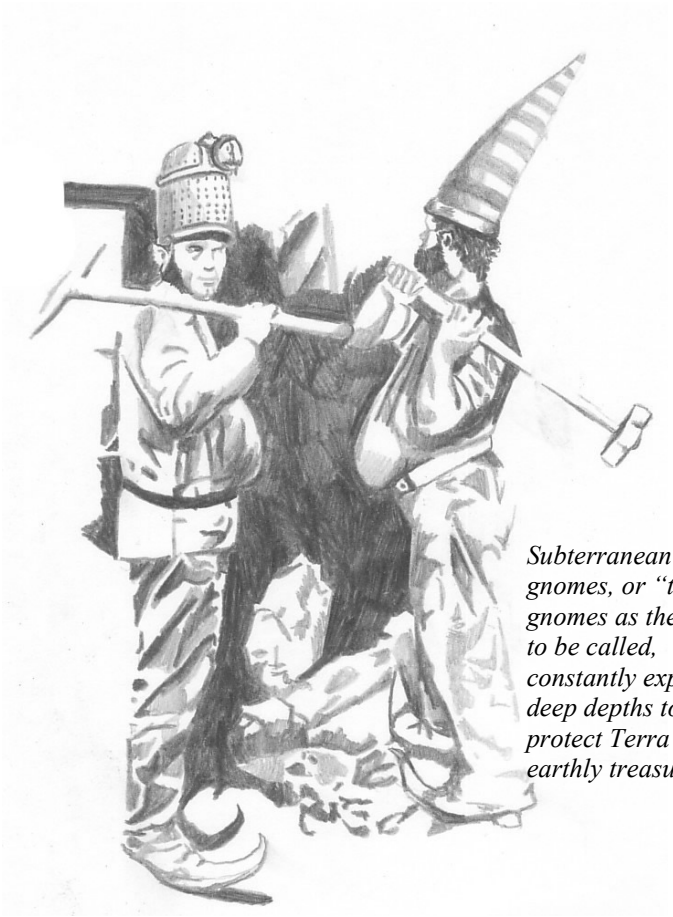
The alchemical magus and occult philosopher, Paracelsus, have defined them as a being pertaining of earth as one of their essential elements. This naturally has led to the notion that gnomes are misshapen and distorted creatures that has placed them in the same lore as goblins, dwarves, and other greedy denizens of underground, dark places. However, quite the opposite is true. Michael the Page, an amateur scholar of things that dwell underground states (somewhat loosely through a bardic creation): "They resemble the original people of their host country . . . Apart from their small size, a notable difference between gnomes and humans is their expression of ageless good humor. They lack the human facility for worrying, practice therapeutic festivity, and consequently live for several hundred years."

Yet, even many, such as the Rosicrucians, an arcane and mystical order, have denied their existence to imagination and fanciful stories. Needless to say, the most ardent supporters of these claims have begun to take a different opinion as more of these creatures are being displaced from their homes and into the light of day.

Initially born from chaos and those instilled with the creation of precious minerals, base metals, and stones, the first of foremost duty of a gnome is to appraise and survey various veins of copper, coal, diamonds, and other precious resources. A gnome clan or colony takes pride in maintaining the responsibility over a particular naturally rich resource. Over the years they have guided other races to these sources on behalf of their innate benign nature, particularly humankind. This is made easy with their ability to seemingly glide through the earth. Though through their foresight they understood that such mineral resources would be used for good and evil, gnomes could not foresee human avarice.

Soon, human miners clumsily and naïvely destroyed or displaced many gnome colonies due to their extensive mining. Some resorted in devious tactics and contrivances such as diverting underground streams into adits, causing minor collapses, stealing work tools, and pulling away pitdrops. However, most simply resigned themselves to leaving their beloved homes and ventured into deep brooding forests to dwell. These dim forests were found pleasant and similar to their familiar underground environment and thus began anew within complex root systems of great trees.

Needless to say, a tribute to their benign character, they ventured into human lands helping kindly peasant folk with mending fences, filling milk pails, rounding up sleeping shepherds' sheep. Although humans try to capture these curious creatures, their *gignosko* or foresight always keep them one step ahead. As time passed and humans grew to learn that these were beneficial creatures and not pests, they succumbed to their presence.



Subterranean gnomes, or "true" gnomes as they like to be called, constantly explore deep depths to protect Terra's earthly treasures.

However, as foresters invade the deep wood and

fell mighty trees under their ever-present axes, the forest gnomes find themselves in a similar predicament as they did in times past. Some, once again, have begun a loosing battle of wit and trickery against these humans, while others have fled deeper into forgotten regions far from the homes of men. Yet, there are a few that have decided to venture into the vast world of humankind and resign themselves to their fate.

Gnomes of Terra

The following represents gnomish social attitudes in the campaign world of Terra. Afterward, there are two gnome variants that can be used to populate the world of Terra or add a different flavor to your already existing campaign world.

Personality: Gnomes are benign, pleasurable, and soft spoken characters bent on curiosities, simple living, an occasional festival, and once accepted: gracious. Gnomes tend to be secretive and intuitive creatures being rightly cautious of human influence.

They collect or discover discarded treasures of ancient times often guarding their locations. This is occasionally and wrongly seen by many outsiders as avarice, however they tend to garnish such items for the purpose of preservation of past history, even though it may not be their own history they preserve. Their curious nature succumbs them to wholly understand what they see and experience often delighting in retelling their discoverers.

Forest gnomes, or "superficial gnomes" as described by their underground kin, take pride to have pioneered in multiple crafts such as weaving and woodworking. They contend themselves to simple pleasures and leave the tinkering of machinery to their devious cousins: the gremlins.

Physical Description: Gnomes vary in description depending on their environmental surroundings much like humans due. They resemble humans of their host country save for that they do not enrich themselves with ornate clothing, but simple and practical cloth, and elderly male gnomes tend to be bearded with portly bellies despite being vegetarians. Occasionally, some humans who were fortunate enough to spot a gnome have reported seeing them don colorful pointed caps of red and green.

Relations: Most gnomes are benign to most other races, particularly humans and dwarves. However, should they feel their homes threatened, some gnomes use their witted genius to reciprocate inventive ways of seemingly inflict accidental pain upon vagrant trespassers. Most of the gnomes that have chosen to remain underground continue such practices and have diverted their benign nature in helping and befriending dwarven miners. However, those that have enough courage to brave human settlements, often find themselves participating and adapting to human customs.

Alignment: Gnomes tend to exude a chaotic nature as they tend to do what they feel as right at the time rather then to succumb to bothersome laws or moral codes. Such things lead to worry—a notion completely devoid in a gnomish character.

Gnome Lands: True gnomes, gnomes born from the earth, tend to dwell underground and away from the prying eyes of humankind. As their colony becomes displaced by extensive human miners, they often settle, as refugees, with various dwarven clans. Surface gnomes, on the other hand, have adapted well in dark, thick canopied forests, either dwelling in the complex root systems of ancient redwoods or within overgrown hillocks occasionally repairing the roof of their abode from a naïve human's step.

Religion: In taking an interest in histories of other creatures, gnomes tend to constantly merge other religions with their own beliefs. These tend to revolve around nature and chaos or, depending on the colony, they may worship forest or mountain spirits.

Language: Gnomes have their own language of whistles, hoots, and clacks of the tongue.

Names: Gnomes have peculiar, and as other humanoids find, strange unpronounceable names due to their simple language of natural sounds. However, due to the extensive human population, when dealing with other races, gnomes often find it easier to give common names in lieu of clicks and whistles. These names have a sort of an amusing twist such as Tom Bedwillow, Mary Cornswallow, or Nathaniel Perriwinkle. These fanciful names often change depending to whom a gnome addresses, however it is usually something that puts the addressee at ease.

Adventurers: Gnome adventurers, usually brave surface gnomes, tend to be a valuable resource to a group as they tend to have extensive knowledge of many different things and acutely understand situations as they truly are. However, some might find these snippets of information trivial while others often get annoyed at their constant change of names seemingly forgetting what they called themselves the previous day.

Their benign nature constantly lures them into shining shoes, polishing armor, mending tears, fetching water, and other simple tasks. However, if these small tasks go unrewarded, an adventurer might finds his boots filled with water, valuable rivets pop off his armor during combat, or missing horseshoes that a particular gnome exchanged for a fine human mead.

Below are two gnome variants that dwell within the world of Terra: Subterranean Gnomes and Surface Gnomes.

Subterranean Gnome Traits (Ex): Subterranean

gnomes possess the following racial traits.

— 8 Base Armor Class.

— +2 Constitution, +2 Charisma, -2 Strength.

— Tiny size. +2 bonus to Armor Class, +2 bonus on attack rolls, -8 penalty on grapple checks, lifting and carrying limits ½ those of Medium characters.

— A gnome's base land speed is 20 feet.

— Darkvision out to 60 feet and low-light vision.

— Weapon Familiarity: Gnomes may treat gnome hooked hammers (see Chapter 7: Equipment of the *Player's Handbook*) as martial weapons rather than exotic weapons.

— +2 racial bonus on Craft (gemcutting, stonemasonry, trapmaking) checks.

— +2 racial bonus to Knowledge (dungeoneering) checks.

— +4 racial bonus on Hide checks, which improves to +8 underground.

— +4 dodge bonus to Armor Class against all creatures.

— Earthen Stride (Ex): A gnome may move through any sort of underground, rocky terrain at his normal speed and without taking damage or suffering any other impairment. However, rocky areas that have been magically manipulated to impede motion still affect him.

— Gignosko (Ex): Gnomes possesses an extraordinary foresight that eludes other creatures. A gnome has a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever a gnome would lose a Dexterity bonus to AC.

— Automatic Languages: Common, Gnome. Bonus Languages: Draconic, Dwarven, Sylvan, Elven, Giant, Goblin, Orc.

— Spell-Like Abilities: 1/day – *speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day – *detect minerals**, *detect snares and pits*, *mending*. Furthermore, a gnome with a Charisma score of at least 16 also has the following spell-like ability: 1/day – *animate objects* (small objects only, duration lasts a number of rounds equal to a gnome's Charisma modifier).

— Favored Class: Rogue.

Surface Gnome Traits (Ex): Surface gnomes possess the following racial traits.

— 8 Base Armor Class.

— +2 Constitution, +2 Charisma, -2 Strength.

— Tiny size. +2 bonus to Armor Class, +2 bonus on attack rolls, -8 penalty on grapple checks, lifting and carrying limits ½ those of Medium characters.

— A gnome's base land speed is 20 feet. A gnome's burrow speed is 10 feet.

— Low-light vision.

— Weapon Familiarity: Gnomes may treat gnome hooked hammers (see Chapter 7: Equipment of the *Player's Handbook*) as martial weapons rather than exotic weapons.

— +2 racial bonus on Craft (weaving, woodworking, trapmaking) checks.

— +2 racial bonus to Knowledge (nature) checks.

— +4 racial bonus on Hide checks, which improves to +8 forested areas.

— +4 dodge bonus to Armor Class against all creatures.

— *Freedom of Movement* (Su): For a total time per day of 1 round per character level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the daily limit of rounds). This ability stacks with other supernatural abilities of the same type (e.g. the granted powerof the Travel domain).

— Gignosko (Ex): Gnomes possesses an extraordinary foresight that eludes other creatures. A gnome has a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever a gnome would lose a Dexterity bonus to AC.

— Automatic Languages: Common, Gnome. Bonus Languages: Draconic, Dwarven, Sylvan, Elven, Giant, Goblin, Orc.

— Spell-Like Abilities: 1/day – *speak with animals* (duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day – *detect animals or plants*, *detect snares and pits*, *mending*. Furthermore, a gnome with a Charisma score of at least 16 also has the following spell-like ability: 1/day – *animate objects* (small objects only, duration lasts a number of rounds equal to a gnome's Charisma modifier).

— Favored Class: Rogue.

Encounters of the Malsara: Part I

By Joshua Raynack from Aleapublishing.com

The Malsara Desert once held the glorious kingdoms of the Egyus Empire. However, now known as the Waste, the heartland of this region is completely devoid of life. Although, the borders still harbor enough life to sustain the various Turcamen tribes, everyday a few more plants are swallowed by the slowly expanding desert sands.

The following encounter can add an in-depth feel to the Malsara Region located in the Hill Lands, featured in *A Question of Honor: A Guidebook to Knights*, or in any desert region. This is the first part of a four part series covering the encounters that a party can come across in the Malsara Desert.

Starting Point
You, as Game Master, need the core rules books, published by Wizards of the Coast, Inc. or the SRD found at RPGNow.com. Furthermore, knowledge of the Hill Lands area featured in *A Question of Honor: A Guidebook to Knights* is useful. Although this adventure uses the 3.5 format of the d20 game system, it may be easily converted into the 3.0 format.

These encounter can fit into any existing campaign without difficulty. Feel free to add to or adjust the material within to fit your needs.

First, read through each encounter and carefully study the maps so that you are familiar with them. This will help you run each encounter smoothly. Also, familiarize yourself with each of the encounters in order to utilize them effectively.

Secondly, print out the product, or just run it from your computer. These encounters are filled with numerous bookmarks and hyperlinks to help you zip from place to place.

Material italicized contains information that can be read or paraphrased to your players while all other information is only meant for you.

Additional Features
In addition to the bookmarks and hyperlinks, there are round-by-round tactics as well as combat commentary. So freely attune yourself to all of the product features available.

The Claymen (EL 12)
This encounter takes place as the characters travel. This is pretty much a straightforward encounter, however the approaching assailants are following the characters rather than meeting them head on. The players can stand and face them or try to outrun them.

Encounter Synopsis
The players must decide to either confront their pursuers or try to out maneuver them. However, the claymen are untiring and relentless in their pursuit.

Encounter Background
As the enemies of Xorn surrounded the luscious city and prepared for siege, the areas beyond where already ravaged by war. The Orc Seer Tree along with the Wizards of Hashim, inhabiting Soul Keep, used ancient magic to bleed the land of life and soul. The besieged began to recognize their plight as their city also began to be ravaged by the same powerful magic.

Coupled with lack of food and the relentless onslaught of orcs and Hashim knights, the defenders continually lost warriors. The siege, as it seemed, would succeed. However, one of the remaining archmages, Seer Balinor de Carpathos, used the encroaching desert and the blood of fallen warriors to create magic infused clay warriors to defend the city. They were instructed to attack all the did not bare the colors of Xorn.

It seemed, at first, the added strength of defenders and the rising morale of their victorious would lift the siege. However, due to the looting of fallen protectors of the city by the orcs, they began to realize that the claymen did not fight those wearing captured tabards. Soon all the besiegers bore the colors gold and yellow.

The siege ended with defeat for the defenders as marauding orcs overran the city walls and the claymen stood still watching the slaughter of those they were created to protect. Years afterward, the claymen still stood, however their orders still baked under the towering sun. They began to move from the city in search of those to destroy; those who do not bear the colors gold and yellow.

Scaling the Encounter
You may adjust the encounter to suit lower level parties, however due to the damage that a clay golem can do, these suggestions still may prove the encounter difficult.
1st - 4th level: This encounter is too difficult for parties at this stage, however groups at this level should not be powerful enough to venture deep in the Malsara. Using the adjustments below, you may stress this fact to adventurers of this level.
5th - 7th level: Use only one of the claymen. It also should only have 20 hit points. After years of travel, this particular golem has seen a lot of action. Reward only 2/3 experience.
8th - 9th level: Use encounter as described except use one of the golems instead of both.

Getting Started
Read or paraphrase the following:
Howling winds whisper death in your ears as you venture the relentless sand dunes of the Malsara. The heat of the sun coupled with sand writhing throughout your gear has yet to make this trek nothing but a dangerous venture.
Light: Various; however the first chance to spot the claymen should be during the day as the characters travel.
Sight: Spot check (DC d20+1 per 10 feet of the spotting distance). The spotting distance in sandy deserts is 6d6x10 feet: *Two humanoids wander slowly the path you have forged. At this distance it appears they lack clothing or any other protective gear and also seem defenseless.*
It nearly impossible to make out the large size of these constructs at this first spotting unless the spotting distance result was extremely low. Also, should the PCs miss the first Spot check, have them check each hour until they rest.
Sense Motive: Cautious PCs may make a Sense Motive check (DC 20) to realize that they are possibly being followed. Those that make a 10 or lower on the check realize that these are just two unfortunates possible looking for food or clothing.
Encounter Distance: The encounter will begin if either the PCs or the claymen are within reasonable distance to begin combat. Should the PCs ignore or fail to see the claymen approach the encounter will most likely begin at night as the PCs settle and make camp.
Hints: Characters that are shrewd enough to rely on the knowledge of the locals may ask to roll a Knowledge (local) check. A Knowledge (local) check (DC 20) reveals that the local Turcamen tribesmen, when wandering deep in the desert wear robes of gold and yellow. A Knowledge (local) check (DC 25) also reveals that the Turcamen do this in fear of the clay warriors that serve the Sun Gods that bake the desert.

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Claymen (Clay Golem): CR 10; Large Construct; HD 11d10+30; HP 101, 92; Init -1 (Dex); Spd 20 ft.; AC 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22; Base Atk +8; Grp +19; Atk +14 melee (2d10+7 plus cursed wound, 2 slams); Space/Reach 10 ft./10 ft.; SA Beserk, cursed wound; SQ Construct traits, damage reduction 10/admantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

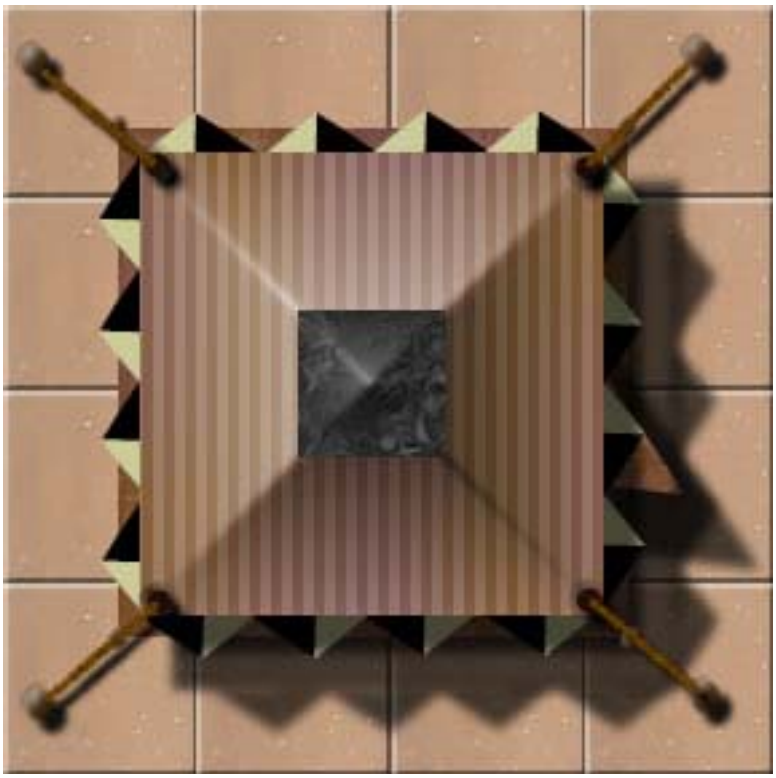
Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.
A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.
A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.
An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.
Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

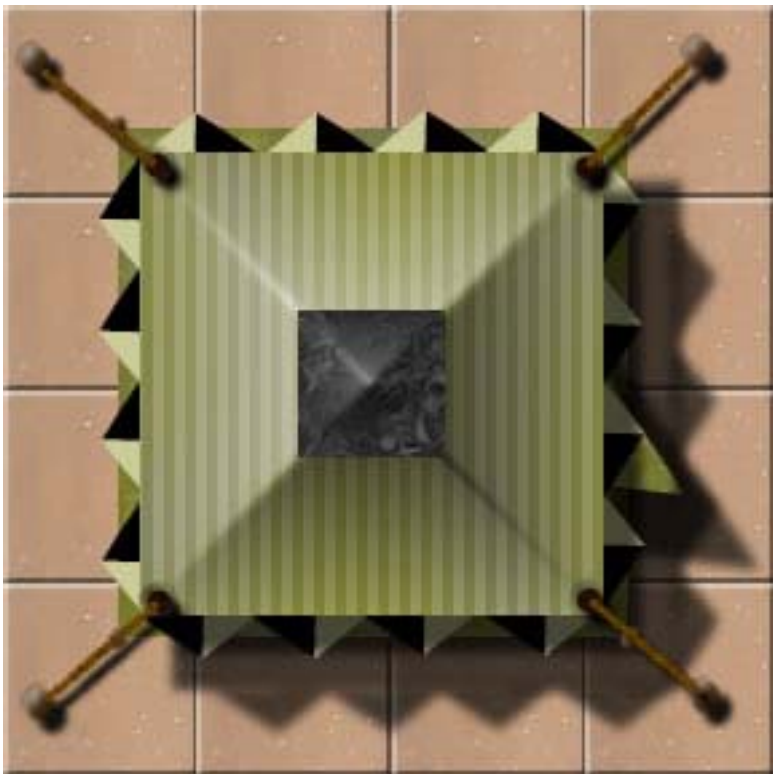
Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Afterward
Examining the remains of the clay golems, PCs can determine the following:
- A Search check (DC 10): A sigil or arcane mark is found on one of the broken bits of clay. It is a symbol of two trees with a towering sun in between. A Knowledge (arcana) check (DC 25) reveals this the mark of Seer Balinor de Carpathos.
- A Knowledge (History) check (DC 15) discerns the origin of these claymen.

Although there is no treasure found among the clay rubble of the defeated golems, the potential knowledge of how to avoid them may help PCs should they encounter more of these beings. There are hundreds that still roam the Malsara.

Print these tiles to create a battle board for the Malsara Encounter.
Check out Alea Publishing Group for more paper tiles.
Make sure your Print to Fit option is turned off.





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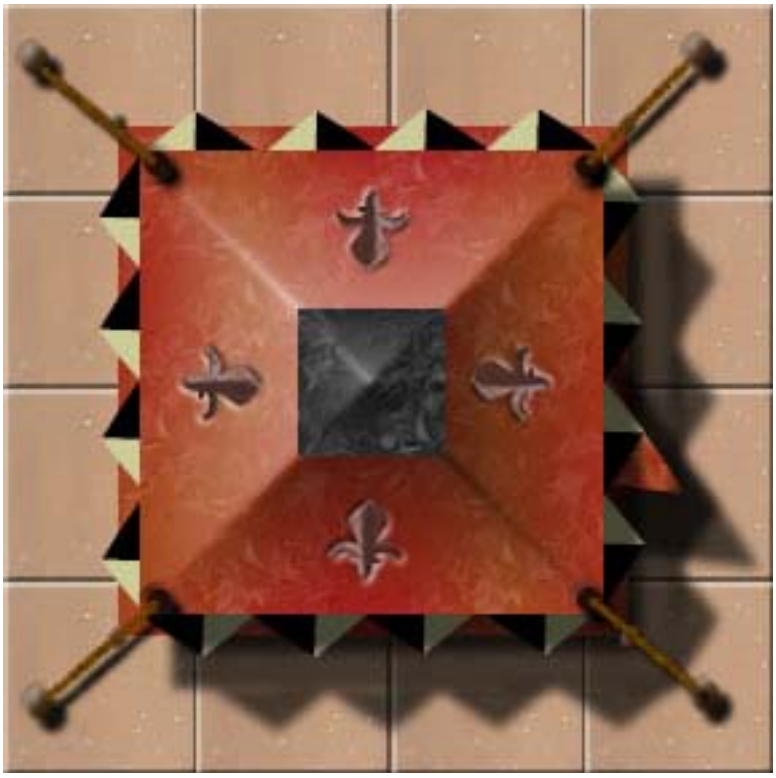

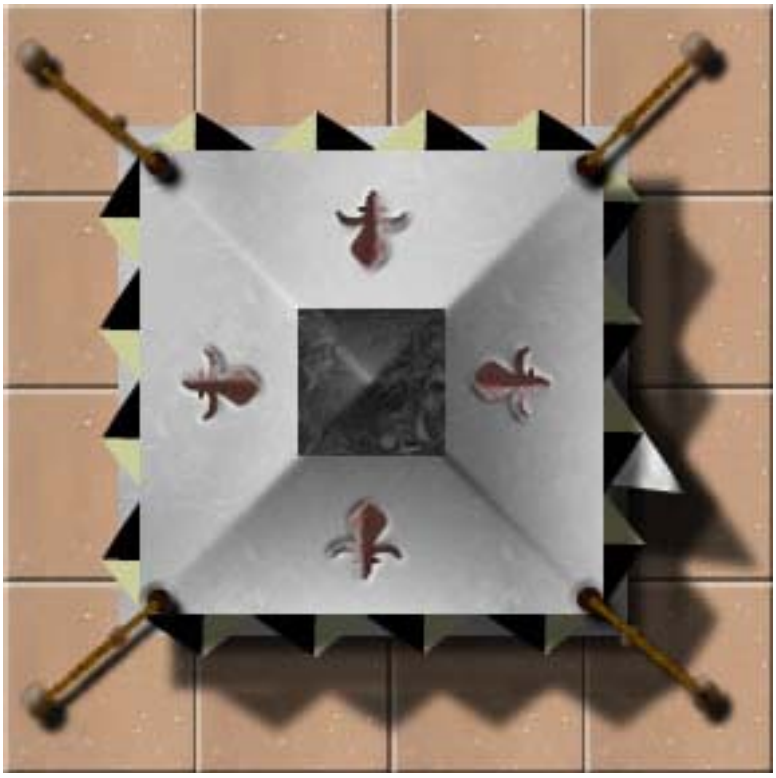

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Pirates!

By Cameron Guill from Aleapublishing.com

"Merchant and pirate were for a long period one and the same person.
Even today mercantile morality is really nothing but a refinement of piratical morality."
-Friedrich Nietzsche

There are three common types of pirates. Those who rob and steal for greed, thwarting the laws, those who raid an enemy country's trading ships, and those merchants who wish to see their competition disappear.

The first group are the true pirates. They are usually romanticized in books and bards' tales. While the second group, often called raiders or buccaneers, are the ones whose tales live on long after they are dead. Usually, the two are joined into one in stories. True pirates are often killed or captured early in their careers, as it is difficult to hide from everyone with no friendly ports available. Raiders on the other hand, are much more difficult to capture since they have sympathetic ports to dock in, sell their goods, and re-supply. Raiders often have military information and training, making them much more likely to succeed in raids.

The merchants are the ones who know how to best hide what they do. Often they will set sail with little or no cargo, raid a competitor's vessel, continue to their destination, and sell the competitor's cargo as their own. They frequently spread tales of awful pirates, seen in the distance sinking someone else's ship. They tell tales of their own heroics; how they outran this pirate or fended off that pirate. Almost always, lies.

Becoming a pirate is easy. You either join willingly or they force you into service. Each group has their own name for these acts, reflecting their "personality". True pirates recruit and capture, merchants hire crew (seldom using unwilling personnel), and raiders enlist or conscript. It is all the same, either join willingly or be forced into service. Needless to say, one thing links all of three of these groups together: knowing that capture means the gallows.

Prerequisites:

Alignment: Any non-lawful alignment.
Base Attack Bonus: 5+.
Feats: Weapon Finesse (rapier) or Weapon Focus (any one handed slashing or piercing).
Skills: Climb 5 ranks, Profession(Sailor) 4 ranks, Swim 5 ranks.
Other: Must have been a member of a pirating crew at least twice (need not have been voluntary).

Class Skills

Skills: Balance (Dex), Bluff (Cha), Climb (Str), Gather Information (Cha), Intimidate (Cha), Knowledge (Boating), Knowledge (Cartography), Knowledge (Nature; as related to water and water creatures), Profession (Sailor) (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points per Level: 4 + Int Modifier.
Hit Dice: d8.

Class Features

Armor and Weapons: A pirate gains no new armor proficiencies. A pirate gains weapon proficiency in belaying pin, bows, club, crossbows, cutlass, dagger, dirk, gaff hook, harpoon, knife, muskets (or any powder based weapon), one handed axes, one handed double edged swords, pike, rapier, saber, and short spear.

Rope Expertise: A pirate must learn to fight while climbing the riggings. When climbing a rope, rigging, or net, the pirate may fight as if he were on the deck of the ship. He may only fight like this while wielding a one-handed weapon and may not climb while fighting in this manner.

Sea Legs: A pirate gains a +2 dodge bonus to his

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+0	+2	+0	Rope Expertise, Dodge
2nd	+2	+0	+3	+0	Sea Legs, Swinging Charge
3rd	+3	+1	+3	+1	Off-Hand Parry
4th	+4	+1	+4	+1	Melee Ranged
5th	+5	+1	+4	+1	Charging Ranged
6th	+6	+2	+5	+2	Death From Above
7th	+7	+2	+5	+2	Counter Tumble
8th	+8	+2	+6	+2	Fearsome Persona
9th	+9	+3	+6	+3	
10th	+10	+3	+7	+3	Pirate's Curse

AC when fighting aboard a moving vessel. Note: A water vessel is always considered moving, but a cart or wagon must be in motion.

Swinging Charge: A pirate's life is on a rope or plank. A pirate of 2nd level or higher may make a charge attack while moving across a plank (or beam) or while swinging on a rope. Ignore any low obstacles such as a ship's rail or barrels when determining the straight line for the charge.

Off-Hand Parry: At 3rd level, when wielding a light melee weapon in his off-hand and not attacking with it, a pirate gains a +2 shield bonus to his AC. Starting at 6th level, he also gains one-half (½) of the enhancement bonus of the off-hand weapon as a defending bonus to his AC as well.

Melee Ranged: A pirate learns to fire when fighting in close-quarters. At 5th level or higher, a pirate may use a one-handed ranged weapon in his off-hand while fighting in melee without provoking an attack of opportunity.

Charging Ranged: A pirate learns to fire while closing. At 6th level or higher, a pirate may fire a one-handed ranged weapon while moving during a charge attack. This attack may only be made against the target of the charge. The ranged attack does not count as the pirate's charge attack.

Death From Above: A pirate must learn to strike when the opportunity presents itself. A pirate, starting at 6th level, may make a charge attack as part of a Jump check from a height of at least 10 feet. He must make an attack against his opponent for the charge attack and if he hits deals normal charging damage. In addition to the normal charge damage, a pirate also deals damage to his charge target as if the target had fallen the same distance as the pirate as long as he at least made a successful touch attack (even if the normal attack missed, as long as he hit the touch AC, the death from above attack hits). The target does not get the benefit of making a Jump or Tumble check to reduce the damage as from a normal fall. If the attack succeeds, the target

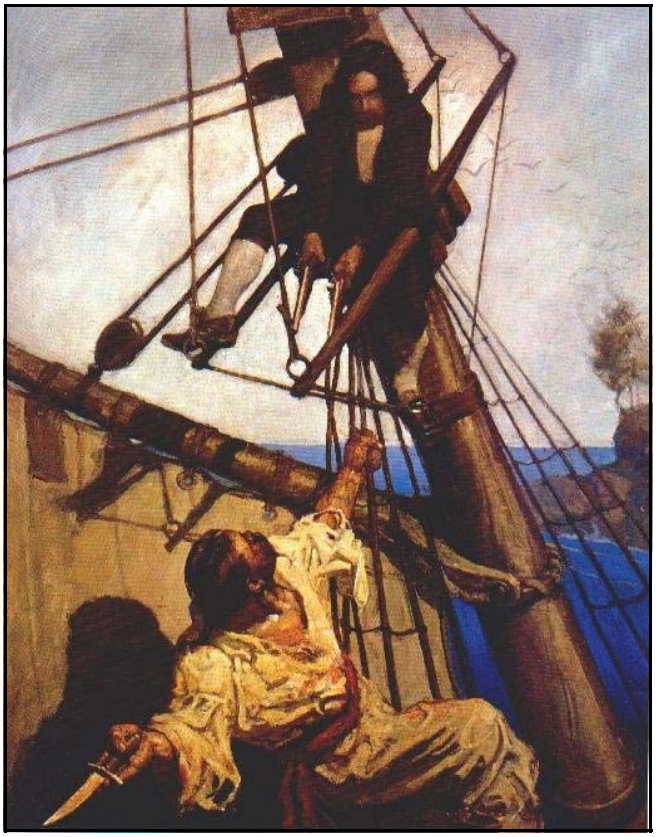
Pirates in the Hill Lands

There are many tales spreading like wildfire of dreaded pirates raiding ships that pass though the Shadow Sea . The most likely scenario, however, is that the raided ships were Darcadian and the "pirates" were actually Knight Templars interfering with those who would supply the orc tribes with goods and means to prolong the siege of Argos. Unfortunately, tales of the valiant knights preventing the vile orcs from re-supplying their hordes does not make a good yarn.

For more about the Hill Lands, Darcadia, and the Knights Templar, check out:

A Question of Honor: A Guidebook to Knights

must make a reflex save equal to the falling damage dealt, or be knocked prone. Regardless of the success or failure of the attack, the pirate must make a Reflex save (DC equal to the falling damage that he takes) or be knocked prone once the attack is resolved.



Starting at 8th level, the pirate's death from above falling damage affects a 10 foot square below him. All people within the affected area take the falling damage and must make a Reflex save, as above, or be knocked prone. The death from above falling attack does not provoke an attack of opportunity.

Counter Tumble: An opponent attempting to tumble through one of your threatened squares automatically fails, provoking an attack of opportunity.

Fearsome Persona: Even land lubbers fear a pirate. At 8th level, a pirate may make an Intimidate check against any humanoid as a standard action and gains a bonus to his check equal to his level. The pirate need only announce who he is.

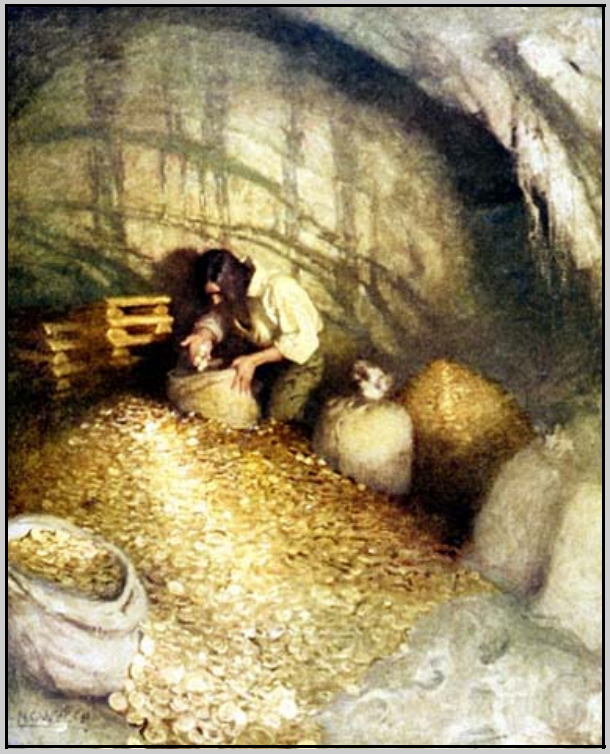
Pirate's Curse: At 10th level the Pirate gains his most feared ability: the Pirate's Curse. In his last moments of life the pirate can pronounce a curse on a person or small group of people (no more than 1d4+1). This is a supernatural ability that has the same effect as a *bestow curse* spell cast by a 20th level sorcerer (DC 14 + Charisma modifier). Typical targets include the pirate's killers or those who stole his treasure and curse may be given a trigger ("May my curse strike down the first scurvy dog to wield my cutlass in battle."). Game Masters should feel free to make up curse effects other than those listed in the *Player's Handbook*. Curses should be both vengeful and appropriate to the crime. The dead pirate's ghost haunting the family of his killer for three generations, for instance, has a lot more flavor than a simple die roll penalty.

Dirk: Similar to a dagger, but without a crossguard. Primarily designed for throwing.
Pike: A long spear of at least 15 feet in length. A boarding pike is a shorter pike, similar to a spear, used for boarding ships and is a mere 4 to 6 feet in length.
Gaff Hook: A handle with large hook on the end of it, often used for pulling fish from the water. The gaff hook may be as simple as a small piece of wood for holding with a hook attached to the end, used for picking up fish at close range or be as elaborate as a long pole with two or more hooks
Harpoon: Similar to a spear in concept but it consists of a wooden haft with a steel neck, split about 50/50 on the length, with a barbed head and a place on the butt of the haft to attach a rope or chain. Most often used in whaling. Some weigh as little as 150-200 pounds and measure between 5 and 7 feet in length. For more information on harpoons and their use see *Makah.com the Official Site of the Makah Tribe* makah.com/whaling.htm
Cutlass: Similar to a shortsword, but with a wide, heavy, curving blade ideal for fighting below decks and in cramped quarters. Treat it as a shortsword that is type slashing.
Saber: A slashing weapon used in fencing similar to the rapier. It may be used with weapon finesse.
Belaying Pin: These were used in securing running gear. Often a small removable wooden or metal pin, they proved useful in improvised combat. Similar to a club in combat.

In a Pirate's Hands

By David J. Jones from RPGAttitude.com

Pirates of any ocean or sea all have something in common: they are in a position to acquire untold fortunes and wealth. At some point in time all of the world's most precious and prized possessions have been stored on sea-going vessels and with this comes the risk of those valued possessions falling into the hands of pirates. It is very seldom that a pirate actually creates something himself, in most occurrences the item or treasure belonged to someone else and in the pirates hands, stories and legends take birth.



Many pirate treasure caves might be the location of some of the items in this article, especially those that do not necessarily allude to further powers.

Skull's Eye: This eye patch appears to be old, worn and frayed on some of the edges. It has a half inch leather band that secures a hardened leather disc that covers over a single eye; it can be worn over either eye. The leather is black with worn spots of a brown color, though it is not known if this is from neglect or the original color pattern. At first glance, it would appear to be worthless. If a daring person puts on the eye patch, the wearer realizes instantly it wasn't meant to come off easily as he feels it attaching itself to skin and eye it covers. Only a *limited wish* or *miracle* is enough to pull it free without harm, anything short will cause 6d6 of damage as the skin and eye is removed. The eye can be replaced by regeneration or equivalent magic.

At anytime the wearer can shift his facial appearance to that of a skull wearing the eye patch. Those who see the skull and are within 30 feet feel the effects of fear and need to make a Will save (DC 16). While the wearer's head is that of a skull, the eye patch confers the following enchantments, the wearer gains a +2 DC adjustment for all enchantment spells the wearer casts and +2 insight bonus to all ranged attacks, to include ray based spells.

The eye patch loves the sound of a good scream and to hear and see people cowering in fear; AL NE; Int 13, Wis 15, Cha 13; Speech, 60 ft. darkvision and hearing; Ego score 8.

Languages: Common, infernal. Item can read any language it can speak.

Lesser Powers: Item has 11 ranks in Search, item has 12 ranks in Spot and item has 11 ranks in Intimidate.

Moderate divination, enchantment; CL 15th; Craft Wondrous Item, Spell Focus (enchantment), fear, alter self, must know 3 divination spells, 1 of which must be at least 6th level; Price 131,000 gp.

Saber of the Sea: Though has been referred to as a saber in stories and legends, in fact it is actually a cutlass and this inaccuracy has been the leading cause for it to slip in and out of history and lore more then a dozen times in the past century. At present it is in the hands of Maliro, a notorious pirate who is responsible for many missing ships and blood spilled at sea. Maliro's favorite tactic is the very fabric of legend for it has been said he jumps off his own ship as they close with an opposing ship, then runs across the ocean and leaps on board, this tactic though seemingly foolhardy has landed him and his crew many wealthy cargoes and spoils.

Though no one is sure how, there have been enough accounts of this pirate's tactic to hold it with some truth. What is known, the cutlass does grant the wielder the ability to walk on water. This *+3 Cutlass of Water Walking* craves the chaotic nature of the sea and at least once a month it will strive to walk on the water and feel the spray of ocean waves; AL CN; Int 11, Wis 14, Cha 11; Empathy, 30 ft. vision and hearing; Ego score 3.

Lesser Powers: Item has deathwatch continually active.

Moderate transmutation; CL 15th; Craft magic arms and armor, water walking; Price 39,500 gp.

Twin blades of Delaskus: A pair of short swords crafted in a strange black metal with blood red streaks along the blade. The pummels appear to be longer then needed for the size of a hand and wrapped in black leather of what is thought to be of fiendish origin. Not much else is know of these blades, except the carnage left behind when they are used together.

When separated from each other, they seem to be magical *+2 short swords* that, when placed in water, it remains on the surface floating. It can hold up to 200 lbs. before sinking. What is unknown is if the sword is left untouched for a full minute, it will turn and point towards its twin blade if it is on the same plane. A pirate by the name Rolkinge luckily didn't have knowledge of this, for fate placed both blades in his hand and blood has spilled into the seas for years afterward. This pirate has been a force of evil unlike anyone else who sails the sea. If the two blades are wielded at the same time and he is proficient with two weapon fighting, they are heightened to magical *+4 short swords of speed*.

The true power behind the twin blades does not unfold until the pummels of the blades are touched and a *mend* spell cast by a 20th level spell caster has occurred. The weapon returns to its original form of a two bladed sword. This twin-bladed sword was once the primary weapon of the balor, Delaskus, and is an item of fiendish legends and is rumored Delaskus had slain his former superior and imprisoned him inside the weapon. How it was broke into two pieces is unknown but their may be some truth to the story of how the weapon was struck in battle. This This weapon is fueled with bloodlust, the blood of just about anyone or thing moving.

+5 Twin-Bladed Sword of Speed and Wounding: Thought it may love to slay anything it can sink it's blades into, it does have a specific goal in mind, to return to power in the abyss; AL CE; Int 23, Wis 22, Cha 7; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 39.

Languages: Common, beholder, ethereal marauder, blink dog, aquan, sylvan, abyssal. Item can read any language it can speak and read magic.

Lesser Powers: Item has 16 ranks in Spot, Item can cast minor image 1/day, item can use detect magic at will and item has 9 ranks in Bluff.

Greater Powers: Item has status effect, usable at will, item can use quench on fires 3/day and item can use fear against foes 3/day.

Dedicated Purpose: Slay all.

Dedicated Power: Wielder gets +2 luck bonus on attacks, saves, and checks

Strong evocation; CL 16th; Craft Magic Arms and Armor, mage's sword, haste; Price 153,500 gp.

The original weapon was a *+5 Twin-Bladed Sword of Speed and Wounding.* In its current state with the imprisoned fiend the weapon is considered a miner artifact even when in the form of two short swords.

Each of these items were created using the random intelligent item generator at David J. Jones's website at:

http://www.rpgattitude.com

or use this direct link:

http://www.rpgattitude.com/intitemgen.asp

Salibar's Razor: This fanged-tipped mithral dagger shines as bright as a torch extending twice the normal distance at the command of the wielder. Along the spine of the blade one can note four runes on each side. The guard of the dagger is in the form of two serpents extending outward and the pummel is wrapped in snake skin with the design of a black diamond spiraling as if a snake had coiled along the grip.

Though lost in history, the original name of this blade was *Vril's Bite*, perhaps it has had more names in the past, however how many and the nature of them are unknown. What is known, it is in the hands of the very capable first mate Salibar on the pirate ship *Mariner's Tear*.

This dagger can poison anyone successfully struck by it up. This power can be used up to three times each day. The poison attack can even be used when the dagger is thrown, afterward it returns to the owner. This is a *+4 Dagger of Venom and Returning*; AL LE; Int 17, Wis 12, Cha 9; Empathy, 30 ft. vision and hearing; Ego score 5.

Lesser Powers: Item can use *detect magic* at will.

Strong necromancy; CL 15th; Craft Magic Arms and Armor, poison, telekinesis; Price 79,600 gp.

Robe of Tarchil (Robe of the Pirate Mage): The robe is an almost eerie color of deep green and made from the soft leather hide of a green dragon. The 10 buttons are evenly spaced and, along the front, they are seemingly crafted from dragon teeth. When the wearer speaks the command word, dragon wings extend from the back of the robe that empower the caster to fly with a speed of 60 feet (good maneuverability). An unknown power is if the wearer casts a *fly* spell while wearing the robes the speed is increased to 90 feet for the duration of the spell. The robes also confer damage reduction 10/ magic against ranged weapons; AL N; Int 12, Wis 16,

Cha 15; Speech, 60 ft. darkvision and hearing; Ego score 10.

Languages: Common, draconic. Item can read any language it can speak.

Lesser Powers: Item has 12 ranks in Diplomacy, item has 12 ranks in Bluff and item can *bless* its allies 3/day.

Moderate transmutation; CL 15th; Craft Wondrous Item, fly, protection from arrows; Price 106,000 gp

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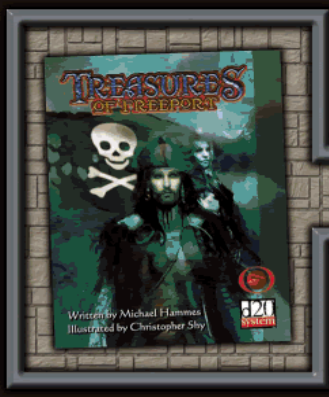

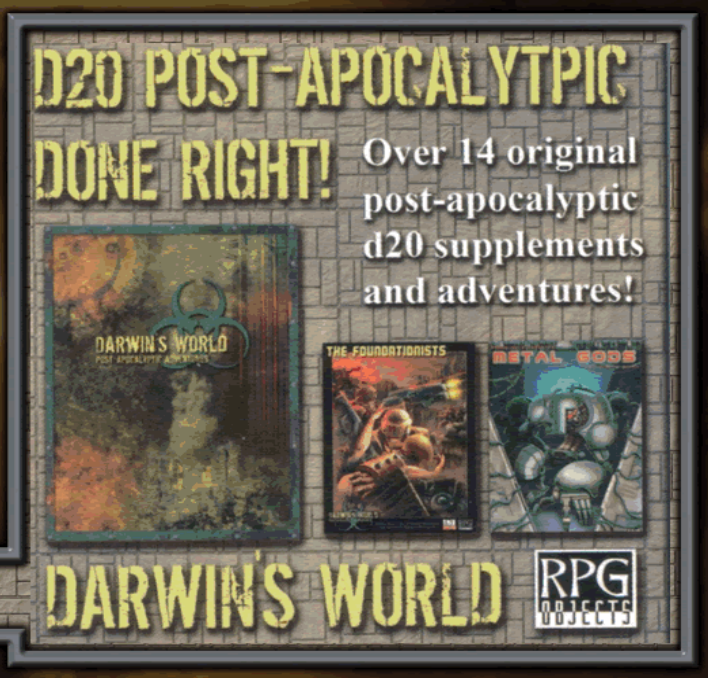

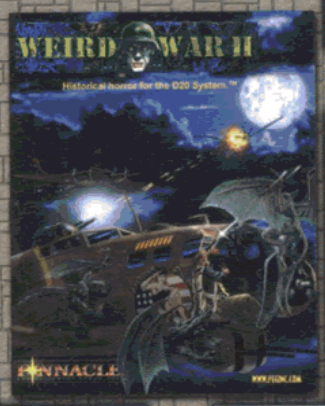

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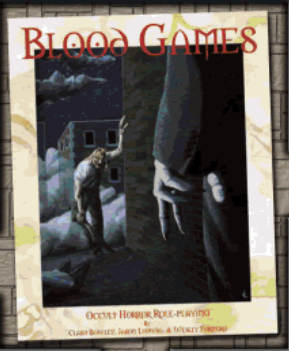

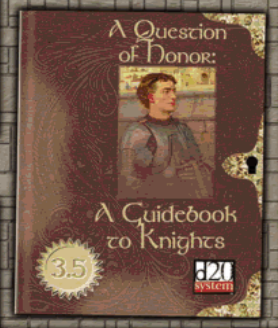

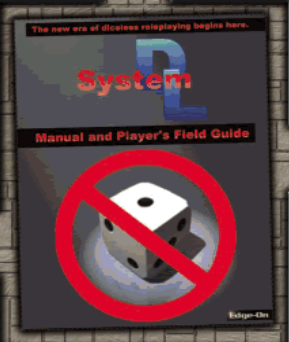

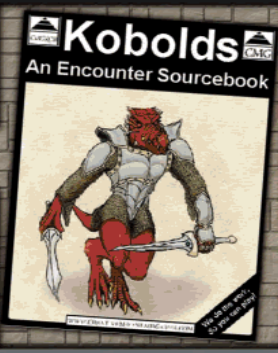

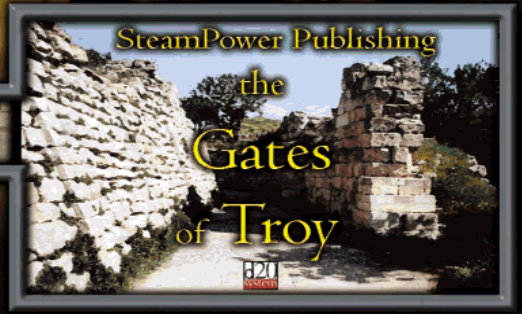

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